Refine Search

Your wildcard search against 10000 terms has yielded the results below.
Your result set for the last L# is incomplete.
The probable cause is use of unlimited truncation. Revise your search strategy to use limited truncation.

Search Results -

Terms	Documents
L9 and (runtim$ near8 log$)	2

Database:

```
US Pre-Grant Publication Full-Text Database
US Patents Full-Text Database
US OCR Full-Text Database
EPO Abstracts Database
JPO Abstracts Database
Derwent World Patents Index
IBM Technical Disclosure Bulletins
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Search: L10

Refine Search

Recall Text   Clear   Interrupt

Search History

DATE: Friday, February 10, 2006   Printable Copy   Create Case

Set Name Query	Hit Count	Set Name
side by side		result set
DB=USPT; PLUR=YES; OP=ADJ		
L10 L9 and (runtim$ near8 log$)	2	L10
L9 (acquir$ near4 log$)	1606	L9
L8 (acuiir$ near4 log$)	0	L8
L7 (pointer$ near4 parameter$) and (runtime$ near4 log$)	22	L7
L6 L5 and (log$ near4 acqui$)	0	L6
L5 das.xp.	116	L5
L4 das.pn.	0	L4
L3 11 and (log$ near4 acqui$)	4	L3
L2 makoto, mihara.in.	0	L2
L1 makoto.in.	15418	L1

END OF SEARCH HISTORY

Refine Search

Search Results -

Terms	Documents
(chang$ or alter$ or modif$) near4 address$ and (call$ near4 function$)and (memory$ near7 pointer$)and runtime$	0

Database:

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US Patents Full-Text Database
US OCR Full-Text Database
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Search: L40

Refine Search

Recall Text Clear Interrupt

Search History

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Set Name side by side	Query	Hit Count	Set Name result set
	DB=TDBD; PLUR=YES; OP=ADJ		
L40	(chang$ or alter$ or modif$) near4 address$ and (call$ near4 function$)and (memory$ near7 pointer$)and runtime$	0	L40
	DB=DWPI; PLUR=YES; OP=ADJ		
L39	(chang$ or alter$ or modif$) near4 address$ and (call$ near4 function$)and (memory$ near7 pointer$)and runtime$	0	L39
	DB=JPAB; PLUR=YES; OP=ADJ		
L38	(chang$ or alter$ or modif$) near4 address$ and (call$ near4 function$)and (memory$ near7 pointer$)and runtime$	1	L38
	DB=EPAB; PLUR=YES; OP=ADJ		
L37	(chang$ or alter$ or modif$) near4 address$ and (call$ near4 function$)and (memory$ near7 pointer$)and runtime$	0	L37
	DB=USOC; PLUR=YES; OP=ADJ		

L36	(chang$ or alter$ or modif$) near4 address$ and (call$ near4 function$)and (memory$ near7 pointer$)and runtime$	0	L36

DB=PGPB; PLUR=YES; OP=ADJ

L35	L34 and (log$ near4 acqui$)	3	L35
L34	L32 and runtime$ and log$	129	L34
L33	L32 and runtime$	135	L33
L32	L31 and (memory$ near7 pointer$)	466	L32
L31	(chang$ or alter$ or modif$) near4 address$ and (call$ near4 function$)	2772	L31
L30	(chang$ or alter$ or modif$) near4 address$ and (call$ near4 function$) and (dertermin$ near4 pointer$) and (memory$ near7 pointer$)	0	L30

DB=USPT; PLUR=YES; OP=ADJ

L29	718/102.ccls.	831	L29
L28	709/223.ccls.	2168	L28
L27	L26 and l21	4	L27
L26	711/103,156,100.ccls.	2403	L26
L25	718/102.ccls.	831	L25
L24	710/9.ccls.	383	L24
L23	L22 and l13	0	L23
L22	717/124,141,151,154.ccls.	981	L22
L21	l19 and pointer$ and predetermin$	32	L21
L20	L19 and (determin$ near4 pointer$)	3	L20
L19	L18 and (call$ near4 function$)	73	L19
L18	l16 and (chang$ near4 address$)	564	L18
L17	L16 and (log$ near4 acqui$)	28	L17
L16	(canon Kabushiki kaisha).asn.	31481	L16
L15	canon Kabushiki daisha.asn.	0	L15
L14	l13 and (pointer$ or referenc$) near8 predetermin$	3	L14
L13	L12 and Pointer$	32	L13
L12	L11 and (call$ or invok$) near4 (function$)	36	L12
L11	l9 and (chang$ or modif$ or alter) near4 (address$ or memory$)	263	L11
L10	L9 and (runtim$ near8 log$)	2	L10
L9	(acquir$ near4 log$)	1606	L9
L8	(acuiir$ near4 log$)	0	L8
L7	(pointer$ near4 parameter$) and (runtime$ near4 log$)	22	L7
L6	L5 and (log$ near4 acqui$)	0	L6
L5	das.xp.	116	L5
L4	das.pn.	0	L4
L3	l1 and (log$ near4 acqui$)	4	L3
L2	makoto, mihara.in.	0	L2
L1	makoto.in.	15418	L1

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1 Implications of hierarchical N-body methods for multiprocessor architectures
Jaswinder Pal Singh, John L. Hennessy, Anoop Gupta
May 1995 **ACM Transactions on Computer Systems (TOCS)**, Volume 13 Issue 2
Publisher: ACM Press

Full text available: 📄 pdf(4.66 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

To design effective large-scale multiprocessors, designers need to understand the characteristics of the applications that will use the machines. Application characteristics of particular interest include the amount of communication relative to computation, the structure of the communication, and the local cache and memory requirements, as well as how these characteristics scale with larger problems and machines. One important class of applications is based on hierarchical N-body methods, w ...

Keywords: N-body methods, communication abstractions, locality, message passing, parallel applications, parallel computer architecture, scaling, shared address space, shared memory

2 GPGPU: general purpose computation on graphics hardware
David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press

Full text available: 📄 pdf(63.03 MB)   Additional Information: full citation, abstract

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

3 Extended ephemeral logging: log storage management for applications with long lived transactions
John S. Keen, William J. Dally

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41 A mechanism for supporting client migration in a shared window system
◆ Goopeel Chung, Prasun Dewan
November 1996 **Proceedings of the 9th annual ACM symposium on User interface software and technology**
Publisher: ACM Press
Full text available: 🔲 pdf(1.25 MB)   Additional Information: full citation, references, citings, index terms

Keywords: collaborative system, groupware, logging, migration, multiuser interface, replication, window system

42 Finding and preventing run-time error handling mistakes
◆ Westley Weimer, George C. Necula
October 2004 **ACM SIGPLAN Notices , Proceedings of the 19th annual ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '04**, Volume 39 Issue 10
Publisher: ACM Press
Full text available: 🔲 pdf(275.01 KB)   Additional Information: full citation, abstract, references, index terms

It is difficult to write programs that behave correctly in the presence of run-time errors. Existing programming language features often provide poor support for executing clean-up code and for restoring invariants in such exceptional situations. We present a dataflow analysis for finding a certain class of error-handling mistakes: those that arise from a failure to release resources or to clean up properly along all paths. Many real-world programs violate such resource safety policies becaus ...

Keywords: dataflow, destructors, exceptions, finalizers, try-finally

43 Lowering the barriers to programming: A taxonomy of programming environments and languages for novice programmers
◆ Caitlin Kelleher, Randy Pausch
June 2005 **ACM Computing Surveys (CSUR)**, Volume 37 Issue 2
Publisher: ACM Press
Full text available: 🔲 pdf(14.21 MB)   Additional Information: full citation, abstract, references, index terms

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101 Helper threads via virtual multithreading on an experimental itanium® 2 processor-based platform

Perry H. Wang, Jamison D. Collins, Hong Wang, Dongkeun Kim, Bill Greene, Kai-Ming Chan, Aamir B. Yunus, Terry Sych, Stephen F. Moore, John P. Shen

October 2004 **ACM SIGPLAN Notices , ACM SIGOPS Operating Systems Review , ACM SIGARCH Computer Architecture News , Proceedings of the 11th international conference on Architectural support for programming languages and operating systems ASPLOS-XI**, Volume 39 , 38 , 32 Issue 11 , 5 , 5

Publisher: ACM Press

Full text available: 📄 pdf(225.47 KB)   Additional Information: full citation, abstract, references, citings, index terms

Helper threading is a technology to accelerate a program by exploiting a processor's multithreading capability to run ``assist'' threads. Previous experiments on hyper-threaded processors have demonstrated significant speedups by using helper threads to prefetch hard-to-predict delinquent data accesses. In order to apply this technique to processors that do not have built-in hardware support for multithreading, we introduce virtual multithreading (VMT), a novel form of switch-on-event user-level ...

Keywords: DB2 database, PAL, cache miss prefetching, helper thread, itanium processor, multithreading, switch-on-event

102 User modeling I: What would they think?: a computational model of attitudes

Hugo Liu, Pattie Maes

January 2004 **Proceedings of the 9th international conference on Intelligent user interface**

Publisher: ACM Press

Full text available: 📄 pdf(350.99 KB)   Additional Information: full citation, abstract, references, index terms

A key to improving at any task is frequent feedback from people whose opinions we care about: our family, friends, mentors, and the experts. However, such input is not usually available from the right people at the time it is needed most, and attaining a deep understanding of someone else's perspective requires immense effort. This paper introduces a technological solution.We present a novel method for automatically modeling a person's attitudes and opinions, and a proactive interface called "Wh ...

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IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	· IEE Conference Proceeding
IEEE STD	IEEE Standard

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